

Note: The original abstract submission below (font 10) has been amended to meet 37 CFR 1.72b and 1.21 requirements, new Oct. 2004 submission (Font 14)

A deck of cards each card displaying on upper face, four fixed format

A deck of cards each having an upper face provided with a unique display of four mathematical equations

mathematical problems, color coded to indicate skill level, to play the game

Set one above the other and color coded to indicate the skill level to solve the specific mathematical

players simultaneously view selected problem, objective being to be the first

equation, the purpose of the deck of cards being a basis for a competitive mathematical problem solving

player to solve problem using fixed format solution technique, examples:

game in which the objective is to be the first competitor to solve an equation that is simultaneously

problem displayed 4,3,2,1= 6, players mathematically manipulate calculation

displayed to all players with points being awarded to the first player that solves a fixed format equation

numbers 4,3,2,1 to form solution number 6, solving format, form two questions

Consisting of four calculation numbers and one solution number, in a specific manner as established by the

using each calculation number just once, having answers , that can then

be combined to form a third question with an answer equaling solution

game rules. A simple example being as follows: Calculation numbers 1,2,3,4-solution number (2)

number 6, two questions $4+3=7$ $3-2=1$ answers then combined to form a third

Answer $2-1=1$ $4-3=1$ $1+1=2$ equals the solution correct number

question, $7-1=6$ solution number, higher skill level example: 6,5,11,8=26 answer

$6 \times 11 = 66$ $8 \times 5 = 40$ $66 - 40 = 26$, points are scored by being the first player to

declare correct solution or first player correctly declaring that no correct

solution is possible or double points scored by declaring correct solution,

within time limit, after a no solution has been declared